

MAGAZINE SET UP:

Magazine #1 – Maximum capacity

Magazine #2 – Maximum capacity

Magazine #3 – One round (This magazine is to be placed in secondary pouch)

**If any student has magazines with less than a 13 round capacity they will need to manage reloads differently than prescribed. Identify them and advise them accordingly.*

RULES:

- Exactly 25 rounds must be fired as prescribed. No more, no less.
- If rounds are not fired during any stage they may not be made up.
- If the pistol malfunctions AND the shooter clears the malfunction they will be allowed to make up any non-fired rounds from that stage.

They will be given the full amount of time from that stage to complete the firing of any remaining rounds.

Operator errors are NOT malfunctions.

Stage 1

Distance: 25 yards

Time: 10 seconds

Start position: Low ready

Upon the start signal, shooters will fire 1 round standing and 1 round kneeling.

Stage 2

(Consider relays for this stage)

Distance: 15 yards

Time: 10 seconds

Start position: Low ready

Upon the start signal, shooters will fire 1 round from the right side of cover and 1 round from the left side of cover while standing.

Stage 3

Distance: 7 yards

Time: 5 seconds per string

Start position: Holstered

This stage will consist of four strings of fire of 2 rounds each.

1. Shooters facing the target and firing 2 rounds upon the start signal.
2. Shooters facing right. Upon the start signal, turn, draw and fire 2 rounds.
3. Shooters facing left. Upon the start signal, turn, draw and fire 2 rounds.
4. Shooters facing up range. Upon the start signal, turn, draw and fire 2 rounds.

****Complete an optional reload replacing the magazine in the gun with the magazine charged with one round.****

Stage 4

Distance: 5 yards

Time: 15 seconds

Start position: Low ready, gun downloaded to 2 rounds only

Upon the start signal the shooters will fire 2 rounds, step right or left as they perform an empty reload, and fire 6 additional rounds.

Stage 5

Distance: 3 yards

Time: 5 seconds

Start position: Holstered

Upon start signal shooters will draw and fire 3 rounds, dominant hand only.

Stage 6

Distance: 3 yards

Time: 5 seconds

Start position: Low Ready – Non dominant hand only.

Upon start signal shooters will fire 2 rounds, non - dominant hand only.

Minimum passing score is 80%